Start of Round

Guards' Turn (Pages 47-48)

1. Check equipped accessories and trigger any start-of-round effects.
2. Discard any active blue cubes on both Guards.
3. Choose a Guard to activate.
4. If Guard's Bag is empty, refill bag with chips from discard area. If bag is not empty, you may choose to lose 1 HP to refill bag with chips from the Guard's discard area. **This is the only time you may refill the Guard's Bag in this way.**
5. Draw chips one at a time from Guard's Bag equal to active AP. **Only black chips count against draw, and players must draw until the count is reached or the bag is empty.** Resolve any positive or negative chips as each is drawn.
6. The next actions may be taken in any order, or not at all.
   - Activate Guard Ability Cards by paying the required cost.
   - Activate Stonebound Ability Cards using ready Speaking Stone Gems.
   - Perform a "Standard Attack" against a single enemy target by paying the chip cost.
   - Activate an equipped accessory.
   - Use an equipped item.
   - Move or swap an item from a satchel slot by exhausting 2 AP.
7. Activate the other Guard. Repeat steps 4-6.
8. Refresh exhausted AP for both Guards.
9. Place Aggro Chip on the Guard who last performed an attack against an enemy target.

Enemies' Turn (Page 49)

1. Discard any green Evasion Chips and blue cubes on enemies.
2. Activate the enemy in slot I.
3. Draw an AI card from the enemy's face-down AI deck. Place face-up in AI discard slot.
4. Resolve enemy actions on AI card.
5. Activate remaining enemies in order (slot II, slot III, slot IV). Repeat steps 3-4 for each enemy.
6. Refresh exhausted AP for all enemies.

Cleanup Phase (Page 49)

1. Discard all chips from enemies except green Evasion Chips and return them to the supply.
2. Discard all chips from Guard Ability Cards and weapons, as well as any chips that have not been used. Black and purple chips are moved to the discard area. Green chips are returned to the supply. Flip over cards that indicate they flip after being activated.
3. Discard all chips from positive and negative chip areas. Purple chips are moved to the discard area. Green and red chips are returned to the supply.
4. Move exhausted Speaking Stone Gems to ready slots, then active Speaking Stone Gems on cards to exhausted slots.

End of Round

Retreat (Page 46)

1. Choose to retreat at start of round.
2. Guards forfeit all actions.
3. Enemies still take their turn.
4. After cleanup phase, battle ends.
5. **Gray AP is not refreshed and no rewards are obtained.**
6. Begin exploration phase.

Fall In Battle (Page 50)

If one Guard falls in battle (0 HP), but the battle ends in victory or retreat:

1. No rewards are lost.
2. Revive the fallen Guard with 1 HP.
3. Their bag remains unchanged.

If both Guards fall in battle (0 HP):

1. Guards drop all items and materials in their possession *(at current node in Story or Standard mode, returned to the supply in Tenebris mode)*.
2. All Sil in Dual Dial is lost.
3. All Lux in Dual Dial is kept.
4. Remove all green, red, and negative purple chips from the Guards' Bags.
5. Respawn Guards at last checkpoint, or at Fort Istra Courtyard.
6. Revive both Guards with 20 HP.
7. Add five Weaken Chips to both of the Guards' Bags.
8. Exhaust all AP from both Guards.

End of Battle (Page 50)

1. Collect the rewards from defeated enemies (if victorious).
2. Return all cards, chips and cubes on Enemy Dashboards to the supply.
3. Return all black and purple chips on Guard and Ability Dashboards back to the respective Guard's Bag.
4. Return green chips, red chips and green AP on Guard and Ability Dashboards back to the supply.
5. **Do not remove any chips from either Guard's Bag at this time.**
6. Refresh all gray AP (unless retreating).
7. Flip all Guard Ability Cards back to their Primary (P) sides.
8. Move all Speaking Stone Gems back to their ready slots.
9. Remove purple cubes from all accessories.

Abridged Iconography (Pages 70-72)

Heart Icon: Indicates a change in health points (HP), either from healing or health loss, depending on the text listed on the card.

Attack (ATK) Modifier Icon: Indicates that the ability raises the base attack value of the Guard by the # for the duration of this ability.

Defense (DEF) Modifier Icon: Indicates that the ability raises the base defense value of the Guard by the # for the duration of this ability.

Blue Defense Cube Icon: Indicates that the target's defense is temporarily boosted by 1. A blue cube is placed on the target's defense track while active. **Do not use blue cubes to track regular defense modifers.**

Primary Icon: Indicates the Primary side of a Guard Ability Card. Guard Ability Cards are always placed with the Primary side facing up at the start of battle.

Secondary Icon: Indicates the Secondary side of a Guard Ability Card. The Secondary side can only be accessed by flipping the card from its Primary side.

Chip-Activated Flip Icon: Indicates that the Guard Ability Card flips to the opposite side if it has been activated and is still active during the cleanup phase.

[Burst]-Triggered Flip Icon: Indicates that the Guard Ability Card flips to the opposite side during the cleanup phase if Vera's [Burst] effect for that card has been triggered this round.

Harvesting and Mining Locations (Page 21)

Pine

Nodes 17, 86, 98

Rosewood

Node 86

Ash

Node 45

Autumn Blaze

Node 71

Dogwood

Node 25

Cedar

Node 41

Cherry

Node 71

Ancient Oak

Node 17

Iron

Nodes 15, 88

Silver

Nodes 24, 34

Gold

Node 29

Agate

Node 2

Crystal

Node – Ice Caves: Crystal Vein

Diamond

Node – Frozen Wastes: Diamond Vein

AI Targeting (Page 73)

**Aggro : The Guard who has aggro is the target of the attack.

**Highest/Lowest : The Guard with the most/least HP remaining is the target of the attack.

Highest/Lowest : The Guard with the highest/lowest ATK is the target of the attack. **This includes all active modifiers.

Highest/Lowest : The Guard with the highest/lowest DEF is the target of the attack. **This includes all active modifiers.

Highest : The Guard with the most AP **in total between both the active and exhausted areas of their Dashboard is the target of the attack.

All Enemies: Both Guards are the target of the attack.

Self: The enemy performing the ability is the target.

Next Ally: The enemy in the next numbered slot is the target.

All Allies: All other enemies in battle are the targets. **Does not** include the enemy performing the ability.

Self and All Allies: The enemy performing the ability and all other enemies in battle are the targets.

Active Speaking Stone: The Guard with the most Stonebound Ability Cards currently activated is the target of the attack.

[Chip Type] in Bag: The Guard with the highest number of this type of chip in their bag is the target of the attack.

Another [Enemy Type]: Another enemy of this type is the target. **Does not** include the enemy performing the ability.

Resource Cost Icons: Indicates the "Resource Cost" required to activate a Guard Ability Card. This is shown using a combination of Sword and Shield resource icons, next to which is a numerical value indicating the amount of each one needed to activate the ability.

Action Point (AP) Cost Icon: Indicates the "Action Point Cost" required to activate a Guard Ability Card. This is shown using an AP cube icon, next to which is a numerical value indicating the amount of AP needed to activate the ability. Can use both gray and green AP.

All-Draw Icon: Indicates that not only black but **all** chip colors count towards the draw limit when drawing chips as the result of the effect specified on the Guard Ability Card. Also appears on Field Event Cards.

Reactive Icon: Indicates the card has a persistent passive effect written on it that will only trigger when specific conditions are met.

Limited Activation Icon: Indicates that the effect of this accessory may only be activated the number of times shown during this battle. Once this value is met, the card is flipped over to indicate that it cannot be activated again until after the battle ends. This icon can be found in the top-right corner of some accessory cards.

Compass Icon: Indicates that the item can be used from the satchel during the exploration phase. This icon can be found in the top-right corner of some item cards.

Guard [Keywords] and Base Stats (Pages 57-58)

Grigory

20 HP
3 ATK
2 DEF
2 AP

Activate one of Grigory's Guard Ability Cards that features the **[Chain]** keyword. Each subsequent Guard Ability Card that is activated this round will trigger its [Chain] effect, in addition to its main effect.

Kharzin

20 HP
3 ATK
2 DEF
2 AP

Activate one of Kharzin's Guard Ability Cards that features the **[Inspire]** keyword. Trigger the [Inspire] effect of the activated card by spending an additional number of Sword or Shield resources equal to the number indicated in the brackets with the keyword. Combo Chips cannot be used to trigger the [Inspire] effect.

Alek

20 HP
2 ATK
1 DEF
2 AP

Activate one of Alek's Guard Ability Cards or Stonebound Ability Cards that can trigger the **[Empower]** keyword of one of his Guard Ability Cards. The ability does not need to be activated by chips in order to trigger the [Empower] effect.

Vera

20 HP
2 ATK
1 DEF
2 AP

Activate one of Vera's Guard Ability Cards that features the **[Burst]** keyword. Place a yellow cube on any of her other Guard Ability Cards. Once the required yellow cube count is met, immediately trigger the effect of that card. [Burst] effects cannot be triggered by meeting this count more than once per card per round. If the [Burst] effect is triggered, return the yellow cubes on that card to the supply and flip it to the opposite side during the cleanup phase.

Catherine

20 HP
2 ATK
1 DEF
2 AP

Activate one of Catherine's Stonebound Ability Cards that can trigger the **[Harmonize]** keyword of one of her Guard Ability Cards. The ability does not need to be activated by chips in order to trigger the [Harmonize].

Pavel

20 HP
3 ATK
2 DEF
2 AP

Activate one of Pavel's Guard Ability Cards that features the **[Endure]** keyword. Draw three chips from **his ally's bag**. Negative chips drawn are gained by Pavel and placed in the negative area of his Guard Ability Dashboard. For each negative chip drawn, immediately trigger the [Endure] effect of the activated card. Return the remaining chips to the ally's bag. If Pavel's ally has fallen, they cannot be targeted by effects, meaning the [Endure] effect cannot be triggered.

Yury

20 HP
3 ATK
1 DEF
2 AP

Activate one of Yury's Guard Ability Cards that features the **[Surge]** keyword. Trigger the [Surge] effect of the activated card by paying its green action point (AP) cost. [Surge] effects cannot be triggered by paying their cost more than once per card per round even if you would have enough green AP to do so, and cannot be triggered with gray AP.

Yana

20 HP
2 ATK
1 DEF
2 AP

Activate one of Yana's Guard Ability Cards that features the **[Awaken]** keyword. If the indicated Speaking Stone element has been activated by any Guard this round, trigger the [Awaken] effect.

Exploration Actions (Pages 19-28)

- Travel between nodes
  1. *Battle against enemies (Skull Chip)*
  2. *Complete a Field Event (Compass Chip)*
  3. *Begin a Narrative Event (Narrative Event Chip)*
- Customize the Guards
  1. *Change equipment*
  2. *Change abilities*
  3. *Advance Skill Trees*
- Reorganize, use and drop satchel contents
- Rest at an Inn
- Exchange items and materials at a Marketplace
- Craft equipment at a Blacksmith

From the start of Chapter 2 of each campaign:

- Rebuild Fort Istra
- Begin a Side Quest *(Scroll Chip)*
- Begin a Caravan Quest *(Caravan Chip)*
- Begin a Puzzle or Bounty Quest *(Prestige)*
- Harvest wood, mine ore, and catch fish

Combat Chips (Pages 51-56)

Aggro Chip: Not placed in a Guard's Bag; placed on the Dashboard of the Guard who most recently attacked. Used by enemies to determine their target.

Single & Double Sword Chips: Used as one or two Sword resources, respectively.

Single & Double Shield Chips: Used as one or two Shield resources, respectively.

Combo Chip: Used as one Sword and one Shield resource, but is not considered a "Sword Chip" nor a "Shield Chip".

Evasion Chips: Added by Guard or enemy abilities. When active, the next attack performed against the target misses, but still counts as an attack. Any effects associated with the attack also miss.

Heart Chips: Added by Guard abilities. When drawn, the Guard immediately heals 1 HP.

Strengthen Chip: Added by Guard abilities. When drawn, the Guard has +1 attack until the end of the round.

Bolster Chip: Added by Guard abilities. When drawn, the Guard has +1 defense until the end of the round.

Corruption Chip: Added by enemy abilities. When drawn, prevents the Guard from using Guard Ability Cards until the end of the round. Stonebound Ability Cards may still be used.

Freeze Chip: Added by Guard or enemy abilities. When drawn or placed, the target immediately loses 1 green AP.

Poison Chip: Added by Guard or enemy abilities. When drawn or placed, the target immediately loses 1 HP.

Weaken Chip: Added by Guard or enemy abilities. When drawn or placed, the target has −1 attack until the end of the round.

Break Chip: Added by Guard or enemy abilities. When drawn or placed, the target has −1 defense until the end of the round.

Fear Chip: Added by enemy abilities. When drawn, the player must immediately stop drawing chips for the draw action.

Seal Chip: Added by enemy abilities. When drawn, prevents the Guard from using Stonebound Ability Cards until the end of the round. Guard Ability Cards may still be used.

Stun Chip: Added by Guard or enemy abilities. When drawn or placed, the target immediately exhausts all green AP.

Upkeep Chip: Added by Guard or enemy abilities. When drawn or placed, the target's abilities cost +1 AP until the end of the round.

- *Black chips are the only color chips that ever count toward the number of chips drawn, unless indicated otherwise by the all-draw icon.*
- *The maximum number of any type of chip there can be in total between a Guard's Bag and on their Guard and Ability Dashboards at any time is five (i.e. chips with the same symbol **and** color).*
- *Any time a Sword or Shield resource is paid (usually while either activating a Guard Ability Card or performing a Standard Attack), they can be exchanged at a ratio of 2:1.*
- *Chips with multiple Sword and Shield resources cannot be split and used on multiple Guard Ability Cards or Standard Attacks.*